

Mark S. Unger

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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

B.A. GEOGRAPHY, SENIOR, GRADUATING MAY 2018 - 3.54 GPA

CERTIFICATE: DESIGN INNOVATION

RELEVANT COURSEWORK

User Experience Design; Visual Communications & Sketching; Creative Programming and Electronics; Collaborative Innovation; Design Innovation Lecture Series; Cartography and Design; Structure and Interpretation of Computer Programs (Python); Graphic Design; Web Design (HTML, CSS, JQuery); Marketing; Data Science (Python, Statistics); Introduction to Spatial Analysis (GIS)

WORK EXPERIENCE

EDUCATOR NETWORKS INTERN, NATIONAL GEOGRAPHIC SOCIETY — JUNE 2017 - AUGUST 2017

- Assisted in the coordination and logistical management of educator conferences and professional events
- Captured photos and developed a photo-database for the Geo-Inquiry professional conference
- Initiated and created a series of film projects to highlight sustainability issues at National Geographic

MARKETING INTERN, SANTA BARBARA CITY COLLEGE — AUGUST 2014 - MAY 2015

- Planned, organized, captured and edited promotional content for the SBCC Marketing team
- Managed a team of ten student bloggers to promote SBCC's student life and activities
- Oversaw and designed content across multiple social media platforms using a variety of software and tools

DESIGN EXPERIENCE

WEB DESIGN, GRAPHIC DESIGN AND USER EXPERIENCE COURSEWORK — AUGUST 2014 - PRESENT

- Engage with user-experience and user-interface design theory to employ effective design techniques
- Develop web-based interfaces with a preliminary understanding of HTML, CSS, JQuery and Javascript
- Redesign contemporary interfaces considering user heuristics, needs and conversions
- Build landing pages utilizing best design practices for maximizing engagement
- Create an in-depth understand of the intricacies in color theory across web, mobile, and print platforms
- Seek out and build platforms utilizing contemporary design trends

CERAMICS INSTRUCTOR, DAVIS ART CENTER — AUGUST 2012 - JANUARY 2014

- Developed and taught spatial design curriculum for classes of 10-20 students from the ages of 5 to 18
- Explored methods in design education to encourage students to think spatially

ACHIEVEMENTS & PROJECTS

- Pursuing an Innovation-in-Design Certificate, UC Berkeley
- Hopr (iOS App) - developing front end design for an interactive real-time, reaction-based nightlife app
- Fresh Idea Generator (website) - producing a minimalist, modern user interface for a business idea generator